



# **THE UNIVERSE OF THE VALE SERIES**

**A GUIDE TO THE PEOPLE AND PLACES OF THE THORNIVERSE**



Vale Series Guidebook  
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# **I N T R O D U C T I O N**

**RELEASE 1.0  
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This document was produced from my background notes and materials used to write the Vale Series of Novels.

This guide is a constant work in progress and will grow as further volumes are added.

Please be aware this is not an official release and some entries may become redundant or non canon as the series progresses.

Readers are asked to remember that this guide has been put together from scraps and notes I have made at various times. Typos and mistakes are to be expected! I will polish these out over time. In the interim I think these will give readers a little insight into the process and how I work. If anything is badly broken - feel free to email at:

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## **SPOILER ALERT**

I have done my best to keep this spoiler free in terms of plot and story reveals. I have also kept character backstories as loose as possible to prevent any character secrets leaking out.

### Revision History

Version Ref	Date	Notes
1.0	19/12/21	First Release



# CHARACTERS

## FEDERAL NAVY

### MIRA ALICE THORN

Mira is a thirty-year-old Commander in the Federal Navy. She suffered serious injuries in a crash during the Martian war of independence. Her recovery is far from complete; she has been left physically and mentally scarred. Despite her excellent combat record, she suffers from an extreme lack of self-esteem.

Mira suffers PTSD. She is a suspected schizophrenic and displays symptoms of bipolar disorder. She hides it well.

Mira blames her negative faults on someone she calls her “Shadow Sister.”

Her naval call sign is Mouse. It was earned partly from her size, but mainly because flight controllers on the FSS Illustrious thought she sounded “Squeaky” on the radio. Her father also calls her “Mira Mouse”.

Mira was born in England but grew up in Namibia. She views both countries as home.

She is short, wears an eyepatch and uses her black hair to conceal her scars. She has a reputation for profanity. Her short attention span and impulsive nature means some view her as a hothead, with an aptitude to get into fights. It’s an assumption based on several high-profile incidents. In reality, Mira hates confrontation and interpersonal conflict.

Growing up, it had been Mira’s ambition to pursue a career as a Professional JetSuit Racer. She was good enough to earn a try-out for the Southern African Regional Team, but an incident in the last heat changed her mind.

Following the decision to quit racing, she set off on a road trip across Africa that soon extended to a round the world trek. Returning home, she decided Earth was too small and applied to the Naval Academy. During her early career, she had a reputation of being fast and reckless in a fighter. She has been grounded four times for what the Navy classes as “Unnecessary and Potentially Dangerous High Speed Manoeuvres”

Most people assume it was the crash the caused Mira’s mental health issues, however the reasons are far deeper and more complex.

Mira has a brother, Ryan and a sister, Nina. Her parents are Robert and Caroline. Mira was very close to her maternal grandmother.

### TRIVIA

Mira favours a plant-based diet as she does not trust tank grown meat and refuses to eat crushed bugs.

She drinks beer and hot chocolate.

Aside from Amy Flynt, Mira is known to have been involved in one other serious relationship, with Suki Sato.

As a child she was bitten by a Honey Badger. There is no record of what happened to the Honey Badger.

## **MONICA GARRET**

Monica is the Berlin's Doctor. She is fifty-three years old. She loves the shipboard life and has two vices: booze and men. Monica does not suffer fools lightly. Monica has little respect for convention and believes rules exist to be broken. She is fiercely loyal to those she holds close; notably Mira Thorn and Sergeant Barnes.

Monica is a dedicated physician who specialises in head trauma and neurosurgery. She was born in Kent, England. Both of her parents were doctors.

She served aboard the Fleet Medical Ship *Endeavour* during the Martian war, but most her career has been spent aboard starships.

Monica has led a wild and adventurous life. She has no regrets, just good memories.

## **ALEX KITE**

Alex Kite is every inch a fleet brat. Young, good looking, intelligent and talented, He was top of his class in every discipline and is destined for the highest ranks. He is single-minded and will step on everyone who gets in his way.

He has few friends.

Kite is (unknown to everyone so far) the second son of an English Lord. He has turned his back on his family and renounced all claim to inheritance and title. He had a brother called Phillip, who took his own life at 21.

He was close to Nabilla Rashid during his time at the academy.

He likes Jazz and introduced Gini Cochrane to the music of Miles Davis when they served on the Berlin.

## **ADMIRAL "AUSSIE" JON FLYNT**

Aussie Jon is a maverick admiral who returned to active service after a tragedy in his personal life.

He is 63 and has served on ships his whole life. He has a reputation for bypassing rules and doing things his own way, earning him the alternative nickname of "Teflon Jon".

Flynt is a popular figure within the fleet and has many friends in every rank.

He is currently in command of the *FSS Valhalla*, the first Norse Class Dreadnought to enter service. It is believed he is operating a series of trials on the Frontier.

Flynt was born in Perth, WA. He has an extensive lakeside property in the woods of Washington State.

Along with Marcus Adams and Hudson Sinclair, Flynt is seen as the potential successor to James Foster as First Admiral of the Fleet.

### **ADMIRAL JAMES FOSTER**

James Foster is the most Senior Admiral in the Navy. He is a close friend of Jon Flynt and it is widely believed that he is grooming Flynt to be his replacement.

Foster inherited a Navy in disarray. He has been doing his best to maximise his available assets. To prepare for the commissioning of the first three Norse class dreadnoughts, he recently authorised the disposal of the Navy's oldest Europa and Africa class ships.

Foster has been married to Hilde Kraus for 26 years and they live beside a lake in the Eiffel Mountains.

### **TRIVIA**

Hilde Foster and Ruth Flynt were close friends. Ruth chose the Flynt family home after spending a summer with the Fosters, while Jon Flynt visited the Verani Homeworld.

### **CAPTAIN MARCUS ADAMS**

Marcus commands the *FSS Berlin*, a position he has held for six years. He is a close friend of Jon Flynt. Like Flynt, he runs a tight ship where the crew concentrates more on their duties than formalities.

Adams and Flynt are modernising forces within the Navy.

### **COMMANDER SUZANNE WALTON**

Sue Walton is the Executive Officer on the *FSS Berlin*.

### **LIEUTENANT ROLAND DUVAL**

A resident of Paris, Roland is one of the *Berlin's* tug pilots. He is married and has a young son.

### **LIEUTENANT COMMANDER JEFF COLE**

Jeff Cole is the Astrogator aboard the *Valhalla*. He shares helm duties with Samantha Clark.

Jeff was born in California. He is a surfing enthusiast; a passion he shares with Jon Flynt.

### **COMMANDER JASON LAMBERT**

Jason is the Executive Officer or XO aboard the *Valhalla*. He is 31. Jason is from Montreal and has recently become a father. He is yet to meet his daughter.

## **LIEUTENANT COMMANDER SAMANTHA CLARK**

Samantha “Sammy” Clark is from the North East of England. Sam’s primary role on the *Valhalla* is communications officer. She is often the butt of jokes on account of her Geordie accent.

Prior to joining the crew of the *Valhalla*, Sammy served on the *Kenya*, Flynt recognises her loyalty and competence; he wants her to join the full-time crew of the dreadnought.

Sam loves her ship and her crewmates. She has a passion for starships.

Aloof and a little detached from the crew, Sam is a loner. She looks up to Flynt.

Little is known about her past. She has a crush on Alex Kite.

## **FLIGHT LIEUTENANT NABILLA RASHID**

Nabilla serves aboard the Carrier *Illustrious* and flies Typhoon fighters. Nabilla follows her family’s Muslim faith. She values tradition and heritage and feels it is important to honour them in a secular world.

She was born Tehran and grew up in Los Angeles.

Nabilla was a year behind Alex Kite at the Academy, and they know each other well. She is also acquainted with Mira Thorn and their paths have crossed several times.

She flies under the call sign “Chrome.”

## **FLIGHT LIEUTENANT FRANCIS “FRANTIC” CHABOT**

Frantic is a professional slacker. He flies Typhoon fighters. He is competent, if not gifted. Frantic flew with Mira Thorn when they were in the early days of their career.

He has not progressed in rank and does not want to. When he quits the navy, he wants to become a writer.

Frantic was born in Quebec. He is bilingual, but favours English.

## **CAPTAIN HUDSON SINCLAIR**

Hudson Sinclair commands the *FSS Brisbane*. He has commanded the ship for 10 years. He prefers destroyers, favouring their speed and agility over a dreadnought or a cruiser. Sinclair was born and grew up in Chicago. His background is blue collar, his father was a longshoreman on the Great Lakes.

His daughter is Zoe Sinclair of the diplomatic corps.

Admiral Foster sees Hudson as a potential fleet commander.

## **CAPTAIN JENNIFER “JEN” DIXON**

Captain Dixon is the current commanding officer of the *FSS Kenya*. Dixon is a popular and well-respected figure. Like Flynt, she has a reputation for identifying and nurturing talent.

Dixon is driven and ruthless. She will get the job done, regardless of cost. There are those in the fleet who see this as a quality and others as a flaw.

Dixon recommended Sammy Clark for the position of Deck Officer on the *Valhalla*.

## **CHIEF DANIELS**

One of *Valhalla's* engineering crew chiefs. Daniels has been with the Norse programme since its inception.

## **CHIEF HOOPER**

Another long-serving member of *Valhalla's* engineering team.

## **CREWHAND ANGELA SANTOS**

A member of Hooper's damage control team.

## **ENSIGN LINUS LAVELLE**

An engine specialist aboard the *Valhalla*.

## **COMMANDER LARS HENRICKSON**

Lars takes the temporary position of XO on the *Valhalla* following Alex Kite's departure.

He is from Sweden, softly spoken and well liked. He prefers helm duties and is ultimately replaced by Sammy Clark.

# **MARINE CORPS**

## **GUNNERY SERGEANT RICHARD J BARNES**

Richard Jefferson Barnes is 44 years old and lives and breathes the Marine Corp. Barnes met Mira on the *Illustrious*. They both served in the same unit on Mars.

Rich is a physically big man, standing just of 6 ½ feet tall. Despite his imposing physical presence, he is more sensitive than he would want anyone to know.

Barnes claims to have an ex-wife called Babs, but no one knows if he has ever been married. He has considerable affection for Mira Thorn. He looks on her almost as a daughter, much as Monica does.

There are some rumours concerning a potential affair between Monica and Barnes. This remains unconfirmed.

Once the sergeant's quirks is to name his weapons. His main rifle is called "Babs" and his side arm, "Carol."

Barnes is respected by enlisted Marines and commissioned officers. He is almost in a position where he can do whatever he pleases.

## **PRIVATE ETHAN TATE**

Ethan Tate joined the corps when he failed the fleet entrance exam for the second time. He is an engineering specialist who has a natural affinity for star-drives. Ethan is quiet, thoughtful, and well disciplined. He was recently been assigned to the *Berlin*.

Ethan was born in Texas into an affluent family. Since he joined the Corps, relations with his family have been strained.

## **CAPTAIN SARAH GORDON**

Sarah is a Marine Captain. She is present at Conway's swearing in ceremony. She is stationed in Luna and not considered a regime loyalist.

## **CAPTAIN JENNA MORAN**

Jenna is the captain of the Marine detachment on Svetlana Station. Her unit remains in post after the coup.

# **BLUE KNIGHTS AND ASSOCIATES**

## **KARL MANSON**

Karl Manson was born in the American Midwest. He drifted through various local and planetary militias before joining the Blue Knights Mercenary Company. His rise through the ranks of his chapter has been rapid and bloody. He is ruthless and does whatever it takes to complete his mission.

He treats people with contempt. He is cruel and sadistic.

Manson is a sociopath. He has been becoming more extreme in his behaviour. His treatment of Eden is his ultimate breaking point.

Prior to Ark of Souls, he and his crew undertook a job in the Orion Expanse. It was on this mission that Rybov became concerned with Manson's behaviour. Rybov does not know the full extent of Manson's actions, but suspects he killed several members of another chapter.

Manson has been implicated with several murders prior to leaving Earth.

## **VIC RYBOV**

Victor Rybov is old, but not as old as everybody thinks (63). His face is heavily scarred. He has an artificial arm and an ocular implant.

Rybov has been a member of the Blue Knights his whole life and he is questioning the direction Manson is taking his troop.

An orphan, he grew up on a failed Frontier world called Illia. Slavers took him and sold into the service of a coffee farmer on Viola Prime. After three months, he escaped and scored work with several crime gangs, before finding himself on Tarantella. He fell in with Karl Manson.

Rybov finds himself increasingly at odds with Manson's methods; he views him as unstable and dangerous. Despite this, he follows orders and respects discipline.

Vic has grown ashamed of his past and he's on a quest to redeem himself. He sees Mira as someone who has succeeded in outrunning her demons and is following her example. He is hoping to save himself. He might save the galaxy on the way.

Vic has a secret. There was a time he planned to quit the mercenary life. A tragic turn of events changed his mind.

## **ROB (FOXHOUND) GREY**

Foxhound is a lumbering, dumb and vicious idiot. He idolises Karl Manson and does whatever is asked of him.

He takes pleasure in annoying Victor Rybov, who he thinks is over the hill and ready for retirement.

## **KENNY KANE (KK)**

KK is the newest member of the troop. He is an ex Frontier Company shock trooper who left the Honourable Company to seek his fortune as a mercenary.

KK is smarter than Foxhound. He tries to steer a neutral path.

Vic thinks KK has potential, but does not know him well enough to be sure or care.

## **FELIX JENNER**

The President of the Blue Knights. Not much is known of him.

## **KAT RODRIGUEZ**

Kat is a disillusioned member of the Blue Knights. She has a blood feud with Manson following a clash on Santa Paula.

Kat was born in Tijuana and grew up on spacecraft. She is tall and skilled in most weapons.

A lifelong mercenary and bounty hunter, she has a formidable reputation. She is also level-headed and has her own moral code.

She does what she does to support her daughter, Juno.

Kat plans to quit “the life” as soon as she has enough to support her family.

Don't be fooled, Kat has claws. She'll strike first and ask questions later.

## **MAC MCALISTER**

Mac McAlister is Kat's number two. He's a quiet Scotsman with an easygoing manner. He knows what Kat is thinking, usually before she does.

Although deadly in battle, Mac gets along with most people he meets.

## **JUNO RODRIGUEZ**

Juno is Kat's daughter. She is 19 years old has black hair brown eyes. She is unable to use her left hand. She wanted to be a pilot, so Kat taught her how to fly the Nightwitch. Juno has a specially adapted cockpit to help her.

At 18 she was offered an artificial arm. She declined. She says she is perfect as she is.

Juno has deep rooted anxiety issues and seldom leaves the safety of the ship.

She is a Mira Thorn fan and wants to meet her.

# PIRATES AND ROGUES

## XANDER RHODES

Rhodes is a former space pirate who owns and lives on the Tarantella station. At its peak, his organisation, *The Blades*, numbered close to 2,500 people.

Rhodes is 45. He gives the impression of being flippant and uncaring, but this is a front. He cares about his family and wants to balance the rights and wrongs of an unfair universe.

Xander's past is unclear. Tish alludes to him having a questionable history.

He made his fortune running guns for Martian Dawn, where he crossed paths with Eden Holzman.

Xander has disappeared from fleet's radar in recent years; it is believed he has become increasingly politically minded.

## TISH

Tish grew up as an orphan on a Frontier world called Stanley's Hope. She currently resides on the Tarantella station.

She has no surname and does not know how old she is (she is in her early twenties).

Not long after she arrived, Tish was diagnosed with Asperger's Syndrome. She needs to find order and can sometimes be socially awkward.

She is very aware of her condition and worries about what people think of her.

Her IQ is extremely high, yet she thinks in unconventional ways. Tish dresses provocatively, favouring leather lace up jeans and vest tops. When she dresses down, she customises her clothing with artificial gems.

Tish is tall, has red hair and blue eyes. She does not let people get too close to her for fear of being judged as weird. She has a fear of rejection and being left alone.

Tish is bisexual and has had casual relationships with men and women. The transient nature of station life and Tish's own emotional turmoil means she has struggled to form long-term relationships. Despite this, she is happy with her life.

## **JUAN PABLO MARTINEZ**

“JP” Martinez is a senior lieutenant in Rhodes’ organisation. He handles internal affairs on the Tarantella and the day-to-day interaction with the Trade Guide. Martinez is Xander’s fixer.

A former Marine, he served with Rich Barnes before the Martian war.

The nature of Martinez’s leaving the Corps is not known, but it may have been dishonourable.

In his spare time, Martinez paints model soldiers. His preferred period is the Napoleonic wars.

## **LUKE RHODES**

Luke is Xander’s son. He lived on Mars most of his life before joining Xander on Tarantella. Until they met, Xander did not know he had a son.

Tall and closely resembling his father, Luke is a competent pilot and warrior. He came to Tarantella aged 23, some two years before Ark of Souls. His mother died during the Martian war. Neither he nor Xander talk about her.

Luke is quiet, even-tempered, and practices mindfulness. He sees Tish as a sister and will do anything to protect her.

Luke seems to accept of Mira’s “space mystical weirdness” and Tish’s latent empathic abilities.

## **SPENCE**

An unconventional character from Xander’s pirate days. Spence looks odd and is socially awkward. He attempts to hit on women and always fails. He maintains a curious oddball charm and will treat a brush off with respect and humour. That said, he has been on the receiving end of many a slap.

Mira is initially suspicious of him, but she treats him with respect. Spence gradually gains confidence around her.

Spence becomes good friends with Ethan Tate on the trip to Verani space.

He is loyal and an expert on star drives. He has a gentle soul and is often misunderstood. Tish is sympathetic toward him, but he often misunderstands her intent.

Little is known of Spence’s past. He lives alone on the Tarantella solar station. It is likely the isolation has deepened his erratic behaviour.

## **EDEN HOLZMAN**

Eden is a former *Blade*. She operates her own crew with her brother Freddie. Her operation is small, but she has big dreams. She has an interest in alien life and reads a lot in her downtime.

Eden is strong willed and stubborn. She and Tish do not get on, but Eden harbours no hatred toward her. She simply responds in kind to Tish's hostility.

Eden is clever, witty and a skilled pilot. Her origins are unclear.

## **FREDDIE HOLZMAN**

A pirate and younger brother of Eden. Deceased.

## **ROMAIN VINCENT**

A former *Blade*, recently recruited by Eden to her crew.

## **ASHA MALIK**

Asha is a former traffic controller; she saw service during the Martian war. When the war finished, she headed to the Frontier where she met Luke Rhodes and Martinez, ultimately leading her to Xander.

Asha was born in Stone Town on the island of Zanzibar. Her family moved to Mumbai at an early age, when her parents were employed by construction companies. She grew up in a migrant workers' camp.

Asha is strong and independent. She is Xander's equal and will often call him on his bullshit. She often has moments of doubt and will often call for Xander's help. Ultimately, she solves problems for herself.

Unlike Xander, she knows when to be serious. Asha will fight for herself, but not at the expense of others.

She has a strong sense of social justice and hates the economic divisions within the Federation as much as Xander does.

She Astrogates the *Scarlet Angel*. She is 43.

## **AHMED CHOUD**

Ahmed operates the weapons system of the *Scarlet Angel*.

## **DOCTOR NORM LEONARD**

Norm is a Doctor on Tarantella Station and sometimes operates as the medical officer on the *Scarlet Angel*. Although he would not describe himself as a *Blade*, he is on Xander's payroll.

Fifty-nine years old, Norm has a passion for medicine, particularly for treating minor injuries and ailments. He has an affinity for drugs that work and make a difference to people's lives.

He hates the corporations who he sees as a barrier to good quality healthcare.

In his clinic, Norm overcharges those who can afford it and uses the funds to treat those who can't.

## **DAN MCKENZIE**

Dan McKenzie is the Operations Manager for the Tarantella station. He oversees traffic movements and station defence.

Although he is employed by the Trade Guild, his loyalty lies with Xander Rhodes.

## **OLIVER LAMONT**

Oliver made his living as an accountant and money launderer on the Outer Frontier.

Oliver can make small amounts of money turn into larger ones. He can also make money disappear when it needs to.

It was Oliver's idea to establish the Trade Guild on Tarantella and he occupies a senior position within it.

He has always had problems with his weight, more so since he became wealthy.

Oliver is both corrupt and honest. He will grant favours for bribes and do all he can to further his own interests; yet has never taken a cent of his clients' money or acted in any manner that would compromise them.

Oliver and Xander were once close friends.

# **POLITICIANS**

## **DAVID CONWAY**

David Conway is 47 years old. He previously worked as a lobbyist for Regina Enterprise. He ran for, and secured, a seat in the Senate ten years before the events of Ark of Souls. Conway speaks for the Corporatist faction and oversees the Select Committee for defence and exploration. He holds the position of Secretary of Trade and Commerce.

Conway is viewed as untouchable by his opponents because of links to several large corporations and the Frontier Company; he is a controversial figure. Most opposing factions seek to contain his actions and curb his excesses. They have had some success resulting from ad hoc alliances between opposing factions.

He makes no secret of his belief that the private sector can run all the functions of state, such as policing, healthcare and security. Those who support him believe he holds this view based on efficiency and cost saving. His opponents believe he entered politics to further his own wealth. This makes Conway a divisive figure.

Conway is ambitious and covets the Office of the President.

## **OTTO HOFNER**

Hofner is a former Naval Commander, he now represents Centrist Faction of EarthGov. He held a training position in the Academy; both Mira Thorn and Alex Kite were his students.

He lost his left arm in the Martian War of Independence.

Hoff is in his mid-50s and would jump in a Typhoon fighter if given the chance. His prosthetic arm interferes with a ship's instruments and means he can not currently fly starships.

He went into politics because he sees war as a failure. Many of his students died on Mars and it troubles him.

## **VANESSA MEYER**

Vanessa Meyer is 76 years old. She is a hardened, cynical politician who plays the system to help the people of the Frontier.

She is fiercely anti-corporate and broadly a pacifist. She supported cuts to the Navy in the face of a shrinking economy.

A career politician, Meyer started out as an aide to several radical Senators and rose rapidly to become the spokesperson for the Progressive Alliance.

Meyer believes the role of government is to protect the vulnerable from the excesses of corporate greed. She will do whatever it takes to get the best deal for everyone in the Federation.

Meyer was born in London. She lost both her parents at a young age. (Rudolf Meyer was a professor of political science and Emma Meyer a concert violinist)

## **NATHAN FORREST**

Nathan Forrest is a charismatic former corporate executive. He leads the Earth Independence Movement, a political faction supporting the view that the growth of the home system is being held back by the need to support the Federation.

His views are largely discredited, but he has growing following of disaffected low-income voters on Earth.

He refused to condemn the actions of the Earth First Terrorist group, who he describes as concerned patriots.

## **SENATOR ANDREW BENSON**

Benson is a time serving senator. He represents the Vella sector in the Core Systems. He is relatively popular with his peers, but is viewed as ineffectual and weak by his opponents.

## **BEN JONES**

Ben Jones is Vanessa Meyer's aide. He is 22 and was born in New Zealand. Ben is formal and serious. He believes in democracy and is passionate about making a difference to people's lives.

Meyer sees him as her natural successor.

## **DANIEL SANTIAGO**

Daniel Santiago is the Vice President of EarthGov and The Federation. He was born in Buenos Aeries and was the national president of Argentina.

He has had a meteoric rise through the political system, thanks in part to the favour of Vanessa Meyer

## **ANNABELLE LIFESON**

A young inexperienced Senator in her first term of office. A glowing career offsets her lack of political experience in business.

She formerly worked for Quantum Infinity and Galactic News Networks.

## **LUCY ANDERSON**

Lucy Anderson is a first generation Mizarman colonist. She heads the centre right corporate faction and is loosely sponsored by the Lightfoot Corporation. She is the first and current President of Mizarma.

Anderson is 55, manipulative and controlling. She dominates those she sees as subordinate. She loves her planet and will do all she can to protect it.

## **MILES HAMMOND**

Hammond is from the Frontier World Nuvala.

He is a political chancer and will always put the interests of his own world first.

Asha Malik appointed him to the role of Vice President in order to manage his ambition and utilise his negotiating skills.

## **WILLIAM REID**

Reid is the planetary envoy from Carina. He holds position by virtue of being a descendent of one of the world's founders. Reid is not gifted and usually follows whoever he believes offers his world the best future. He has attached himself to Miles Hammond.

# **CORPORATE FIGURES**

## **DAMIEN LIGHTFOOT**

Damien Lightfoot is a venture capitalist. He was born in Dublin and has spent most of his early life as a property broker. He moved into planetary development aged thirty and expanded his operations to the Frontier.

Lightfoot Developments remains under his sole control and is the third largest corporation in the Federation.

He values his independence and refuses to deal with the Frontier Company.

Lightfoot never married and as far as anyone is aware, there has been no one in his life.

Lightfoot is 72 and dying of wasting disease. He has directed considerable resources to finding cure.

## **FRANZ KRAMER**

Kramer is a long serving employee of the Lightfoot Corporation. He is a Senior Vice President and oversees the Astro Archaeology division.

He is viewed as Lightfoot's second in command and operates as a company fixer. Despite his reputation as "Lightfoot's Pitbull." He is soft-spoken and fair in his dealings with company employees.

Kramer is profit focused. He is the driving force behind exploration of the Vale.

He has strong views on how alien technology should be used and is prepared to push scientific ethics in the pursuit of commercial advantage.

## **PETER JARMAN**

Peter Jarman is the head Archaeologist on LDC-132. A thirst for money and glory drives him.

He is viewed by most academics as a tomb raider, fuelled by ego.

Egotistical, acerbic and an altogether awful man.

## **SASKIA HART**

Saskia Hart built her reputation off the hard work of others. She is inept and condescending.

Saskia has a PhD in Astro-Archaeology. She studied linguistics and is can read Old Verani with a degree of competence.

Saskia is 48 and fears younger people will soon overtake her.

## **CHLOE SONG**

Chloe is an Outlander—born on the Frontier to Korean parents. She has a PhD in field archaeology.

She works hard and is currently interning with the team on LDC-132. She is shy and is often bullied by Saskia Hart.

She conceals her doctorate hoping to secure a corporate job. She aims to beat the system by proving her worth in the lower echelons.

## **JANE HARPER**

Jane Harper is Damien Lightfoot's PA. She has worked for him for nearly 40 years.

She is loyal and knows her boss as well as he does himself.

## **ZACK MCARDLE**

Zack is a self described 24<sup>th</sup> Century Red Neck. He is from Alabama and is a drilling and blasting for minerals on Asteroids. Following the Martian war, Zack spent six months defusing mines and IEDs on Mars.

Zack is incredibly smart and was hired by Lightfoot specifically because of his drilling expertise. He does not suffer fools and constantly clashes with Peter Jarman. He is friends with Chloe Song and tries to look out for her interests.

## **DONOVAN DALE**

Donovan is Damien Lightfoot's new aide. He is 23.

## **HENRY QUIN**

Vice President (Sales) For Ferguson-O'Leary. Henry is a good natured, but focused, corporate executive. Ferguson-O'Leary (FoL) is the smallest of the MegaCorps and specialises in building starships and using licences bought from Sirius Dynamics. FoL is based on Mizarma.

Henry is working with Flynt to ensure the Navy is equipped and ready to fight.

## **DOCTOR JULES BECKER**

Becker is the project leader of the at Cerberus Station. Within the lightfoot life sciences division he is effectively Franz Kramer's second in command.

Kramer and Becker established Cerberus Station on Jura to support research efforts in the Vale. When the potential of Pharn technology became apparent, Kramer charged Becker with the task of controlling and utilising the MakerBot technology.

Becker runs Cerberus Station on a compartmentalised basis. Information is disseminated on a need to know basis.

Jules Becker is loyal to Kramer, ruthless and driven by the need for success.

## **NOVA VISION EMPLOYEES**

### **GOVERNOR CLEMENTS**

Clements commands the Tartarus Prison on Ganymede.

### **OFFICER KEN BOOTH**

An officer is Tartarus Prison.

### **JOEL BARNARD**

Joel works for the Nova Vision and operates Bounty Office 342 on Tellerman Gateway. He has the reputation of being the least corrupt official on Tellerman.

# VERANI

## AMBASSADOR Y'BARRI

He is a member of the Verani Political Caste and previously resided on the Tarantella station.

He has recently been recalled to their homeworld.

Y'Barri is a follower of the Heretic Creed, also known as a Dark Verani.

Y'Barri enjoys the company of humans. Human diversity and culture fascinates him. Unlike his peers, Y'Barri has travelled the galaxy.

## GENERAL MARPHOS

Marphos does not respect the Religious Caste and reluctantly sides with the Political Caste. He views his position and the position of the Military Caste as one of servitude; however, he believes strategic decisions should be solely the preserve of the Military.

Marphos commands the Third Brigade of the Verani Deep Space Fleet. His flagship is the V'Kira al Exdinia. The translates as *the first ray of light to cleave the night*—or *The Dawnrazor*.

# THE FRONTIER COMPANY

## GABRIEL PARKER

Gabe Parker holds the rank of Frontier Admiral. He is one of the first graduates of Frontier's Naval Warfare School and has spent his entire career serving the Honourable Company. He is one of the few senior staff who have not served in the Merchant Arm or with the Federal Navy.

Parker chose the Heavy Cruiser *Ariane* as his flagship over the more usual choice of a carrier reflecting the company's different doctrine to the Navy.

## VIRGINIA MAE COCHRANE

Cochrane is a rising star within the company. A former commander in the Federal Navy, she saw service aboard the *Auckland*, *Zanzibar* and *Berlin*.

She was forced out of the Navy three years before Ark of Souls. She served as bridge officer aboard the *Berlin*. Her position was due to be filled by Alex Kite. However, his promotion was deferred when Mira Thorn joined the crew, taking Cochrane's place.

Cochrane and Thorn have never met. Alex knows her well and likes her.

Cochrane grew up in New Jersey. She is the only daughter of a military family. Her childhood was unconventional as her overbearing father pushed her toward a navy career.

She is deeply flawed, has poor decision-making abilities and is unfit for command.

Cochrane has a moral code, but has lost her way.

## GALEN ROYCE

Chief Operating Officer of the Frontier Company. Royce is the son of the founder of the Frontier Company. He is a trained accountant and prefers the title Admiral to CEO.

He used his influence to ensure the board is loaded with executives who share his vision of what the company can achieve.

Royce is determined that FRONCO should prevail no matter what happens in the galaxy.

## TESSA PAULSON

Paulson holds the position of Operations Director on the Board of the Frontier Company. Ambitious and uncompromising, she is a protege of Galen Royce and tipped to be his successor.

Born on Maui, Paulson was home schooled until the age of 14. She secured a scholarship to Yale Business School and subsequently an internship with Frontier.

Paulson works in the shadows. She manipulates others and orchestrates their rise or fall.

She is ruthless and not to be trusted.

### **CARTER JAMES**

Head of Shipping Operations with the Frontier Company, Bryce oversees the day-to-day operations of the Military Arm of the Company.

James is 58 years old, he is not seen as a modernising influence.

### **ALAN HARPER**

Alan Harper is the media and communications officer for the Frontier Company.

### **DOMINIC ROBERTS**

Roberts is the executive in charge of brokerage division. Since FRONCO was granted a monopoly on commercial brokerage, his department has seen an increase in profit with little or no effort.

He is another time server, trying to do as little as possible for maximum return.

### **“BUFFALO” BILL WINTERS**

A former naval officer, Bill Winters, now commands the FRONCO heavy cruiser *Arrow*.

Bill is from Texas and is grimly realistic about the direction Conway has pushed the company. He seems to care about Virginia Cochrane, probably because of their shared background.

### **PROFESSOR LINDEMANN**

Lindemann is the lead researcher and project manager for New Frontiers' Pharos Project,

Lindemann has a background in bio mechanical engineering and has a questionable record for ethics. No corporation or academic institution will employ or publish him.

# **CIVILIANS**

## **AMY FLYNT**

Daughter of Jon Flynt. Mira's former girlfriend.

Amy likes to party and she always parties hard. Amy first met Mira when she accompanied her father to a fleet event. They spoke briefly. When Mira was recovering at Flynt's house in Seattle, they became friends and ultimately lovers. Amy was immersed in the local drug scene and dragged Mira into a dark world of addiction. The relationship became toxic, but Mira does not recall it that way.

## **RUTH FLYNT**

Wife of Jon Flynt. Deceased.

## **ZENIA**

Zenia is a member of the Pharn collective. She lived on Arethon 12,500 years ago.

## **ZOE SINCLAIR**

Zoe works for the diplomatic corps in Strasbourg. She manages transport for Senators on and off world.

Zoe wanted to follow her father into the navy, but ended up entering the DipCorps.

She is professional and well versed in etiquette.

## **JACOB MORELLI**

Jacob Morelli is a Police Sergeant on Mizarma. Jacob is a widower of four years, a dedicated officer with 25 years of service. He has turned down promotion on several occasion, preferring to work the streets, where he believes he can make the most difference.

## **SHANNON WADE**

Shannon Wade is the most successful jet suit racer in the sport's history. She began racing aged 9 and won the J2 world championship aged 17. She won 10 consecutive J1 titles before retiring at 38. Shannon was most associated with the J-Spark team with whom she started and ended her career. She spent two unsuccessful seasons at Pink Venom Racing (PVR). She returned to J-Spark for her final season. She failed to win her 11th title following a bad decision by the race director in the final event of the season. Although not bitter, it left her disillusioned with the sport's governing body.

Shannon now works for EarthGov as a Youth Ambassador; a role she takes seriously. She is committed to using sport as a method of lifting young people out of poverty.

Her current position supports Earth based young people, but she is pressing for her responsibility to be expanded to encompass the whole Federation. She is non-aligned politically, yet is believed to have little time for Conway and his faction.

Despite her positive image, she has fought a constant battle against alcoholism and has three failed marriages. The tabloid media have often made her life difficult, and it is believed she attempted to take her own life following a derogatory article run by GNN. She later sued the news network and used the damages to build an orphanage on Mars.

Shannon is six feet tall, has blue eyes and platinum blonde hair. When she raced, she would often dye her hair purple. Now 45, she has not let up on her training regime and will fly a suit from time to time.

## **MARIE BRENNAN**

Madame Marie runs a brothel on Corso. She has had a tough life on various mining colonies. Fed up of working the streets. Marie money to set up her business in Thieves' Harbour. She is tough, principled. She cares about her workers and will do all she can to protect them.

She knows the universe is unfair and knows she can't change it. She will do all she can to make sure those around her get the best of an unpleasant situation.

Marie has a weather worn complexion and blue eyes. She weaves bows and bells into her red hair.

## **ROB/ROBERT SMITH**

Robert is a 30-year-old Corso native. He works for Madame Marie. He serves male and female clients. Marie hints he is popular with "Ladies of a certain age and disposition."

Rob is intelligent and determined to make a better life for himself.

He volunteers at a street clinic in the market district and has become a skilled, self-taught medic.

He adopted the name Smith after leaving Corso.

## **SOFI**

Sofi is 14. She lives with Marie and is likely her daughter. Also referred to as *The Kid*, Sofi is street smart, cocky and quick-witted.

Like most Corso kids, she is small for her age.

Sofi dreams about flying starships. Her IQ is exceptional.

## **REECE MURPHY**

Reece is a street kid, formerly of Columbus City on Mars. He currently lives in the lower levels of the Phobos Orbiter.

## **TALIA**

A long-standing acquaintance of Victor Rybov, Talia runs Dino's Bar on Tellerman Gateway. She has a cybernetic leg.

She is familiar with all the Knights and has a particular loathing for Karl Manson.

Talia is a former sex worker. She sank her savings into the bar. She has contacts throughout the Frontier underworld and is well respected.

## **VITO SANCHEZ**

Vito Sanchez, aka *The Magician*, is a master forger operating initially out of Tarantella. He now lives somewhere on the Frontier.

## **CAMPBELL**

Campbell is a Corso resident and local fixer. He offers his services to offworlders in need of a guide/bodyguard.

He has a history with Vic Rybov, the two are friends.

Polly Jennings mentions him as a contact. He is also known to Talia.

He is supposed to be as "hard as Corso" but his actions sometimes give away his true nature.

# **SOLDIERS OF FORTUNE**

## **KHAN**

Khan is a private security contractor originally working for the Astro Arc division of Lightfoot developments.

Khan is the most arrogant man in the galaxy. He is originally from New Delhi and studied at Sandhurst Military College.

Khan finds himself aboard the Second Chance in the aftermath of the events on Jura. Mira does not like him, but he gradually reveals more of his past and the pair establish an understanding.

Khan loves what he does as much as he loves himself.

He's taken responsibility for Cassie 452 and has genuine affection for her.

## **DRISCOLL**

Khan's second in command. Driscoll has no redeeming features. He brutal and lacks empathy. He is prone to combat rage.

## **CASSIE**

Cassie is Frontier Shock Trooper assigned to Tarantella. Mira captures her during a fight to retake the station.

Like many colony kids Cassie has no surname, so uses the final 4 digits of her service number - 452.

Cassie (Cassiopeia) was born on a corporate agricultural world and conscripted into the Frontier Company.

She is not highly educated, but learns fast. Cassie is enthusiastic and just wants to be part of something bigger. She lives in the now and gives little thought to the future. She has a crush on Mira, but is currently in a relationship with Khan. All the Second Chance crew have a fondness for Cassie. She was born to lose, but lives to win.

Cassie often jokes that she has no second name, while Khan as no first.

# FRONTIER BROADCASTING SERVICES (FBS)

## POLLY JENNINGS

Polly Jennings is a reporter for Frontier Broadcasting Services. She works alone using robotic camera drones and portable editing suite. Initially signed as a news anchor, she requested a field posting. The network tends to use her for off beat, non-important stories.

She is sent to Mars, where she confronts Mira about the war. Off the back of that “interview” she secures funding to go to Tarantella to follow Mira’s story.

She bullies her way onto the *Second Chance*. Mira uses Polly to broadcast her message to the Federation.

Polly is forthright, overbearing, and borderline ruthless. She has a moral streak and serves the truth.

Mira and Polly initially do not get on. They gradually warm to each other. Polly presses Mira’s buttons whenever she can

Polly’s birth name is Polynesia Burke.

# **MARTIAN DAWN**

## **MAX VON HAGEN**

Von Hagen is the leader of the revolutionary group, Martian Dawn. He is secretive and currently resides in Dome 4 of Mariner City.

Von Hagen does not hate Earth or the Military, he simply believes Mars should be an independent colony with the same rights as every other Federation world.

He started in local and planetary politics, founding Martian Dawn as a political party. Only later did the organisation turn to violence.

Von Hagen disappeared from the public eye for a long period, it is believed he has undergone some moderate surgery to change his appearance.

## **ANDERS RICHTER**

Richter is a tech expert and Von Hagen's deputy. He is cowardly, cautious and despised by most members of Martian Dawn.

In a universe where Karl Manson did not exist, Richter would be the worst human you could meet. It would be unfortunate if the two were to team up...

## **MARVIN BATES**

Marvin Bates is one of Von Hagen's inner circle. Born in Cydon City, he fought alongside Von Hagen at the Battle of Olympus.

Bates is little more than a thug, he is loyal and will lay down his life for the cause.

## **CHRIS WILKINS**

Wilkins was born on a mining platform in the asteroid belt.

He came to Mars just before the war and holds a grudge against Earth, who he believes exploits the people of the outer solar system.

## **NATALIE JANSON**

Nat Janson is the leader of Martian Dawn's political command. Nat fought in the war of independence and operated as a missile trooper in the Mariner Valley.

She now works as a schoolteacher.

Nat is tough, takes no nonsense and would give her life for those she loves. She has pledged her life to making Mars better.

In her past, she became disillusioned with the military struggle and renounced armed conflict. She'll still blow you away in a heartbeat, but only if she has no choice.

She has a 16-year-old son called Dylan.

## **DYLAN JANSON**

Dylan is Nat Janson's only child. He is sixteen and well schooled in Martian politics.

He embodies the new generation on Mars in that he harbours no hatred to Earth. He recognises the injustices of the interplanetary relationship, but dreams of a peaceful solution.

# **THE TORRENCE CREW**

## **JEZ CARSON**

Jez (Jeremy) Carson is the owner of Venture Survey Incorporated. As greedy as he is lazy, he aims to take the maximum return from his company while paying his employees as little as he can get away with.

Carson is the master of the empty promise. Years of mismanagement have seen his company crumble, and he now depends on a substantial find in order to survive.

He is a serial micro-manager and will often interfere in areas he has little or no knowledge.

Carson is 49 years old, overweight and has a bad hair transplant.

## **ROSALITA "ROSA" LOPEZ**

Rosa is an Outlander from a Spanish-speaking colony on the Inner Frontier. She has been a commercial pilot for fifteen years and currently flies the Torrence.

She is quiet, secretive and has grown to hate the loneliness of deep space. She dreams of living a good life on a Core Systems world.

## **JACK LAWSON**

Lawson has worked as a freelance data analyst for most of the large corporations. He specialises in finding profitable planets in remote regions.

His record attracted the attention of Jez Carson, who desperation to make a profitable find resulted in Jack being paid a premium wage for signing on.

Despite the different in pay grades, Jack gets on well with the crew of the Torrence, especially Rosa and Engineer Denny Franks.

## **TYRELL MOORE**

Tyrell "Ty" Moore has been working for Carson from the beginning. A seasoned captain he enjoys the emptiness of space and has a thirst for adventure and discovery. He once offered to buy Venture from Carson. The offer was declined and has been a source of animosity between the two men ever since.

Ty is fair, but has a temper. He will often snap and intimidate those who disagree with him, but will always apologise afterwards, even if was right.

## **DENNY FRANKS**

Denny is the Torrence's engineer. He is bright and witty; he takes very little seriously and always makes the best of an unpleasant situation. He stays with Venture for a peaceful life as Carson usually leaves him to his job.

Denny gets on well with Jack Lawson. They are a similar age and share a similar jaded outlook on life.

# **LIBERTY**

## **MERCY CAVENDISH / MISS MERCY**

Mercy Cavendish is the daughter of Felix Cavendish, the current owner and operator of Liberty.

Mercy is 32. She was born male, but underwent gender reassignment at 14. The surgical and gene therapies allowed her to sculpt her own identity.

She stands 2.5 metres tall. Her face is elegant, almost sculpted. She has silver tinted hair.

Her personality is strong and domineering. Her official title on Liberty is “Client Relationships Manager” but it’s far more complicated!

Mercy is aware of her own constructed persona and relishes it. She is becoming disillusioned with Liberty as a concept. In her own words: “I crave the real.”

She has a strong friendship with Tish.

## **FELIX CAVENDISH**

Felix is the current owner and operator of Liberty. He is a direct descendent of Rupert Cavendish, the resort’s founder.

Felix is 78. He has a sole daughter, Mercy.

Felix is an old friend of Meyer’s. He is rebellious and anti-authoritarian. He understands the irony that he is part of the galactic establishment, but is constantly finding new ways to undermine it from the inside.

He intends to be the first human to live past 200, but has not figured out how.

# **ORGANISATIONS**

## **EARTHGOV**

EarthGov (officially Earth Governance) grew from the old United Nations with the sole purpose of maintaining global security, stability and economic prosperity.

Earth is the only planet to have individual states. Each state has a representative in EarthGov; from here a President is selected.

Mars is considered an Earth colony and therefore falls under the jurisdiction of Earth, rather than the Federation.

The President of EarthGov is by default President of the Federation.

## **THE FEDERAL SENATE**

The Senate represents independent worlds; it manages trade, defence and security for all non corporate worlds.

Although independent of EarthGov, the Senate is subordinate to the Office of the President.

## **THE ALLIANCE OF FREE WORLDS**

The Alliance was proposed by Vanessa Meyer and initially funded by Damien Lightfoot.

The Alliance of Free Worlds was intended to provide protection for the Frontier Worlds when the Frontier Company became solely responsible for security.

Under Asha Malik's interim presidency, it expanded its role to provide full representation for everyone living on the Frontier. It also sought to address inequalities between Frontier planets and to raise the standard of living for all.

The latter aim has stalled following Miles Hammond's shock election win.

## **THE FRONTIER COMPANY (FRONCO)**

The Frontier Company began life a joint venture between EarthGov and the two largest MegaCorporations: Regina Enterprise and Quantum Infinity.

It came into existence via the Intersolar Trade and Tariff act of 2332.

The company had very limited scope in that it provided brokerage services for goods produced on corporate and newly independent frontier worlds.

By 2348, the company had expanded its activities to include shipping and two years later it produced its own warships to protect its interests.

Following the economic collapse after the Martian war, EarthGov sold the rest of its share

to Quantum and Regina. The decision was also made (after pressure from Quantum) to expand the extent of human space and the Frontier was extended. These two events gave FRONCO a near monopoly on high-volume trade. While the act still allowed independent shipping companies to operate, they were forced to use FRONCO for brokerage.

Frontier has steadily expanded its naval operation and their fleet is now three times the size of the Federal Navy. They also have 100,000 strong company of troops charged with maintaining order on new colonies.

# MEGA CORPORATIONS

MegaCorps are giant intersolar industrial conglomerates. They typically operate in Mining, Manufacturing, Planetary Development and Ship Building.

There are fifteen recognised Mega Corporations, of which three turnover six times more than the other twelve combined.

The big three are Quantum Infinity (QI), Regina Enterprise (RENT) and The Lightfoot Development Corporation (LDC).

LDC is an exception to the others as it the only MegaCorp in the sole control of one individual.

Mega Corporations are granted licenses to find and develop new worlds on the Human Frontier and have a fifty-year window to install infrastructure and produce functional colonies. During this period they may retain 80% of each planets total production. Once the development term expires, the planet must be granted independence from company control.

## NAMED MEGACORPS:

Regina Enterprise (REG)	Planetary Development, Mining, Agriculture
Quantum Infinity (QUE)	Planetary Development, Mining, Electronics
Lightfoot Developments (LDC)	Planetary Development, Bio-Science
Stanford Holdings (SHO)	Terraforming, Planetary Development
Nova Vision (NOV)	Law Enforcement, Prisons
Norland-Fujyama (NORF)	Heavy Equipment, Automation, Mining Products
Sirius Dynamics (SIDY)	Ship and Station Construction
Brandt Intersolar (BIS)	Station Operation, Property Leasing, Station Construction
Ferguson-O'Leary (FoL)	Ship Building, Armaments.

# **MERCENARY COMPANIES**

## **BLUE KNIGHTS**

The largest and most respected Mercenary Company. The Knights mainly work corporate contracts.

## **THE IRON COMPANY**

If you need a government overthrown, these are the go to guys. The Iron Company often forego payment in advance, instead they take a stake of future Gross Planetary Product. They are ridiculously wealthy, but their reserves took a hit in the aftermath of the Martian War.

# **NEO-RELIGIOUS ORDERS**

## **THE ORDER OF THE SHINING PATH**

Shining Path is a cult formed on the Frontier in the aftermath of the battle of Earth.

Little is known about this shadowy group. They have an interest in Pharn Tech and Bio Technology. Their leader is believed to be a former FRONCO executive.

## **DARK VERANI**

The Dark Verani follow teachings of the Dark Creed (Also known as the Saga of Jarel-Khel).

Followers of the Dark Creed are secretive; the concept of Jarel-Khel points to an outsider bringing balance to the Galaxy. This is at odds with the Verani's core belief they are the "Ones who Came After."

# THE CORE SYSTEMS

The Core Systems are the economic powerhouse of the Federation.

The extent of the Core Systems is debatable, but is considered being six to eight hundred light years from Earth. Most of these worlds are independent, although some such as “Enterprise” remain under full corporate control.

Most Core System worlds enjoy a high standard of living, however some on the edge have more in common with the inner frontier.

## THE HOME SYSTEM

Earth and the home system are considered a single entity. The solar system is heavily colonised with planetary settlements on Mars, The Moon (Luna) and as far out as Saturn. Industrial platforms are common throughout the system. The Asteroid belt is home to over 2 million people, living on stations and engaged in mineral extraction.

The outer system is sparsely populated and considered uneconomic for resource extraction. There are some science stations and it is believed some MegaCorps operate “dark research” facilities.

## LOCATIONS IN THE HOME SYSTEM

Earth		
	Strasbourg	Seat of the Federal Senate
	Seattle	Fleet Headquarters
	Perth	Fleet Training Academy (Southern)
	Paris	Fleet Training Academy (Northern)
	City of London	Headquarters of The Frontier Company
Luna		
	Armstrong	Primary City of the Luna Colony. Seat of EarthGov and the President.
	Farside	A sprawling industrial complex built on the far side of the moon.
Mars		
	Mariner City	Largest settlement and Capital City. Comprises 14 BioDomes.
	Cydon City	The second largest settlement on Mars. Cydon is built on an aquifer and supplies all the planet’s fresh water.

	Columbus	A large Mining City on the edge of the Cydonian Plain
Mars Orbit		
	Atlas Station	Originally operated by United Aerospace, Atlas was taken under Federal Control when UA collapsed after the Martian War.
	Phobos Orbiter	Atlas is considered Mars' fourth city. The giant shipyard (and her sister station Hyperion) Are the primary Naval yards.
	Mars High	<p>Mars High is the central traffic control hub for the area of space between Mars Orbit and the Outer System. The station also manages sub orbital traffic and is a UniNet and Communication Hub.</p> <p>During the war, parts of the station were requisitioned by the Navy to provide command-and-control support to ground operations.</p>
Jupiter		
	Ganymede	Home of Fleet Medical, primary medical facility for the Navy and Marine Corp. Ganymede also houses a maximum security prison, Tartarus, with close to 1,000 inmates.
Saturn		
	Titan	Saturn's largest moon is used extensively by the Marine Corps for training.
	Saturn Orbiter	The Saturn Orbiter is a former military outpost and home to the Marine School of Aviation. It was the primary training facility for drop ship pilots. The station was closed because of safety concerns surrounding its hull in 2342.

Outer System		
	Liberty	An asteroid colony orbiting between Neptune and Uranus. A resort offering limitless possibilities. In short the party capital of the solar system. Liberty is operated by the Cavendish Family.

## CORE SYSTEMS LOCATIONS

Sirius		
	Commerce	The Frontier Company's shipyards and Anchorage.  The company's primary facility is a giant station called Commerce.
Kyko System	Kyko	A mixed economy world on the edge of the Core Systems. Polly Jennings was born on Kyko.

# THE INNER FRONTIER

The Inner Frontier is a region 800-1200 light-years from earth. Worlds in this zone have a standard of living that is lower than the Core Systems (there are some exceptions). Unlike the Core Systems, the Inner Frontier is a mixture of newly independent, corporate and free worlds. Colonies in the inner frontier are classed as Stage III to Stage IV in terms of economic development.

## INNER FRONTIER LOCATIONS

Mizarma	<p>Formerly known as LDC-75. Mizarma is a newly independent world (the only class VI colony on the Inner Frontier) and headquarters to the Lightfoot Development Corporation. Mizarma is Earth like and has a range of habitats from tropical to tundra. Only the Northern Continent is developed. The principal city is Delain, built around the shores of a shallow bay.</p> <p>Delain is a modern city, noted for its night-life, beaches of white sand and coastal lagoons.</p> <p>Delain has a sub-tropical climate and is pleasant for most of the year. A short rainy season is followed by a long hot dry season. There are two wet seasons in the year.</p> <p>The southern continent is bisected by the Grissom River, which flows through a long twisting canyon. Avalon Canyon. AvCan is a destination for adventure sports enthusiasts and host non-championship JetSuit race every three years.</p>
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<p>Tarantella</p>	<p>The Tarantella System is on the outer edge of the Inner Frontier. The primary station is built into a former asteroid colony which has been extended with addition of external habitation tubes.</p> <p>The station is operated by a Trade Guild who has a free trade agreement with the Federation, but does not maintain diplomatic or legal agreements.</p> <p>Because of its size and population, Tarantella should qualify as a Federal Colony, but has never been considered as such and is therefore remains independent.</p> <p>The station is generally considered lawless and is frequented by pirates and smugglers. Despite this, the Tarantella operates under its own legal system and has a booming free market economy.</p> <p>Xander Rhodes is a resident of the station.</p>
<p>Tellerman Gateway</p>	<p>"Gateway to the Frontier" Tellerman is a super-massive space station on the Inner Frontier. It is a trading hub for all major corporations and home to around 9 million people. The station is an enormous cylinder rotating around a central hangar. It is owned and operated by Brandt Intersolar Developments. It has moved three times in its service life.</p>
<p>Baikonur Station</p>	<p>Baikonur is on the inner frontier. Although it caters for some passenger traffic, it is favoured by independent haulers and some corporate crews. Baikonur is modernising and several maintenance bays have been converted to shopping malls.</p>

# THE OUTER FRONTIER

The outer frontier is distant and sparsely populated. Most colonies are early stage corporate worlds and newly established free colonies. Industrial outposts and stations are common, most are lawless. Most colonies on the Outer Frontier are Stage I or II.

Corso	<p>Corso orbits close to a red dwarf and has a cold arid climate. Due to the proximity of the star, Corso has a very slow rotational period. A day lasts longer than the time to complete an orbit. The “day” lasts 176 earth days, effectively giving it two seasons—the long day and the long night.</p> <p>There is one settlement—Thieves’ Harbour. It is a lawless city built on a giant aquifer. The city uses a mixture of solar power and geothermal energy to support its population of around 25,000.</p> <p>The settlement is off grid and only frequented by those on the wrong side of the law. It is too small to attract any serious attention from law enforcement agencies.</p> <p>Officially an independent mining colony, Corso exports bauxite ore. There is little agriculture and most food is tank grown or imported.</p> <p>Poverty and crime are high. You can buy guns in the street.</p>
Viola Prime	<p>Viola Prime is an independent colony on the outer frontier. Regina Enterprise initially designated Viola a colony world. Regina dropped the world from its portfolio as it rationalised assets in the period after the recession. Agri-colonies require long-term investment and produce average returns, whereas industrial or mining colonies offer larger returns in shorter periods.</p> <p>Viola was adopted by independent colonists and became a successful exporter of agricultural products.</p> <p>The status of Viola is in dispute, as Regina attempts to reclaim the planet.</p>

Stanley's Hope	<p>An independent mining colony. The economy of Stanley's Hope is based on mineral extraction. There are many small settlements, mainly in the northern temperate region. The primary city is Halesburg, which is surrounded by open cast mines. Exposure to the dust generated by the mines can cause respiratory problems and fibrosis of the lung. It is known locally as the Devil's Dust.</p> <p>Very much a frontier world, local facilities are basic, however in recent years the standard of living has been rising. Mortality rates are falling and adult literacy increasing.</p> <p>The climate arid. Most water comes from subsurface aquifers or from the polar caps. Halesburg averages summer temperatures of 32 degrees Celsius, dropping to around freezing in the winter.</p> <p>The first evidence of a precursor species was found in a cave in the Nolan Iron Range, south of the Halesburg.</p>
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## THE CYGNUS VALE

The Vale is an area of space bordering the Verani Dominion and the Outer Frontier. It is approximately 1,500 light-years from Earth. Its full extent is not clear.

LDC-132	LDC-132 is an arid world on the Edge of the Cygnus Vale. It is approximately the same size as Mars, has 2/3 gravity of earth and a 6 hour day. The world is devoid of life and has an atmosphere comprising 68% Nitrogen, 26% Oxygen, 6% Noble Gases.
Arethon	Considered to be the Pharn homeworld. At the time of Ark of Souls, the location of Arethon is unknown.
Jura-C	Jura-C orbits the star LDC-136. It is a gas giant and has 29 moons. One moon has a breathable atmosphere. It is home to Cerberus station. A research base operated by LDC.

# PRIMARY VESSEL CLASSES

## NORSE CLASS

Ship Type: Dreadnought

Purpose: Ship to Ship / Troop Insertion / Surface Bombardment / Carrier Escort

The Norse Class is the new multi-role vessels designed for handling internal and external threats. Their development has been delayed due to budget cuts and specification changes. They are designed for ship to ship engagements, surface bombardment, and troop insertion.

DC-001	Valhalla	Undergoing Trials
DC-002	Asgard	Final Stages of Construction (Atlas Station)
DC-003	Loki	Final Stages of Construction (Atlas Station)
DC-004	Freya	Under Construction (Hyperion Station)
DC-005	Thor	Under Construction (Hyperion Station)
DC-006	Hel	Keel Laid Down (Atlas Station)
DC-007	Odin	Keel Laid Down (Hyperion Station)
DC-008	Fenrir	Planned
DC-009	Baldur	Planned
DC-010		Cancelled

## ARK ROYAL CLASS

Type: Fleet Carrier

Deployment of Fighters / Long Range Engagement / Command and Control

Each carrier carries 2 squadrons of 24 fighters, 1 Squadron of 30 assault ships, 1 Squadron of 4 EM warfare vessels, and 4 search and rescue ships.

R-001	Ark Royal
R-002	Illustrious
R-003	Invincible
R-004	Intrepid
R-005	Victorious
R-006	Fearless

## EUROPA CLASS FLEET CRUISER

Type: Cruiser

Purpose: Long Range Patrol / Ship to Ship Engagement / Limited Surface Bombardment

Batch 1			
	C81	Oslo	Lost 2319
	C82	Madrid	Scrapped
	C83	Warsaw	Used as Target Barge
	C84	Berlin	
Batch 2	Revised Internal Configuration		
	C85	London	
	C86	Paris	
	C87	Helsinki	Used as Target Barge
	C88	Stockholm	Sold to LDC
	C89	Brussels	Sold to LDC
	C90	Vienna	Sold to LDC
	C91	Rome	Sold to LDC
	C92	Belgrade	Sold to LDC
	C93	Amsterdam	Damaged - Scrapped
	C94	Lisbon	Mothballed
	C95	Athens	Mothballed

## AFRICA CLASS

Type: Cruiser

Role: Surface Bombardment / Long Range Patrol / Ship to Ship Engagement

Originally designed specifically for surface bombardment, the Africa Class was later refitted to allow for greater ship to ship capability

C101	Kenya	
C102	Zanzibar	
C103	Morocco	
C104	Egypt	Lost 2342
C105	Tanzania	
C106	Namibia	Pending Sale to LDC
C107	Uganda	
C108	Rwanda	Sold to LDC
C109	Nigeria	Sold to LDC
C110	South Africa	Sold to LDC
C111	Botswana	Sold to LDC
C112	Mozambique	Sold to LDC
C113	Ghana	Sold to the Iron Company
C114	Congo	
C115	Tunisia	

## OCEANIA CLASS

Type: Destroyer

Purpose: Carrier Escort / Long Range Patrol

Smaller than a cruiser, these ships were originally intended for use as fast escorts for carrier battle groups. As cruisers have been withdrawn from service, the Oceania Class has been increasingly used on deep patrol missions.

D12	Brisbane	
D13	Byron Bay	
D14	Melbourne	
D15	Auckland	

D16	Canberra	
D17	Perth	
D18	Taupo	
D19	Wellington	
D20	Dunedin	Lost 2336
D21	Sydney	

## **AMERICAS CLASS**

**Type: Destroyer / Light Cruiser**

Purpose: Carrier Escort

Larger than the Oceania Class, these vessels are older but carry heavier armour. Designed as carrier escorts.

D30	New Jersey
D31	California
D32	Texas
D33	Kansas
D34	Washington
D35	Ohio
D36	Nebraska
D37	Maine
D38	Alabama
D39	Alaska
D40	Missouri

# FIGHTERS AND ASSAULT SHIPS

## HORNET

The Hornet is still flown in training squadrons but has been withdrawn from front-line service. Many have found themselves in the hands of Pirates. They are fast, well armoured and have several hard points. The Hornet was the first fighter to be fitted with an FTL drive, however it has limited range.

## TORNADO

Standard Heavy Fighter, operated from carriers. Old but reliable, the Tornado is being replaced by the Typhoon. The Tornado sacrifices a hyperdrive to allow for a greater array of weapons.

## TYPHOON

Fast agile fighter designed for ship to ship engagements and perimeter patrol. Equipped with a FTL Drive, the Typhoon is capable of long range independent operations.

## COBRA MK I

The Cobra Mk1 is the first generation drop ship used by the Federal Marine Corp. The Cobra can be launched from carriers or ground bases. It has full V/STOL capabilities and can operate from improvised landing strips. It has capacity for up to 60 troops or an Armoured Personnel Carrier. Despite its size, the Cobra is fast and excels at low level operation. Cobras were used extensively during the Martian War of Independence. During this time, they were modified to operate as intelligence gathering platforms, field ambulances and gun platforms.

Military historians view the Cobra as the modern-day counterpart to the UH-1 Iroquois.

## COBRA MK II

The Mk II Cobra or "Super Cobra" was introduced following the lessons of the war. The armour is updated and the new variant gains 6 metres in length and 3 metres in beam. The Mk II carries a pair of Sirius Dynamics Venom rail guns beneath each wing. The engine configuration is the same, meaning it is slower than its predecessor.

# DIPLOMATIC CORPS VESSELS

The DipCorp operates a fleet of vessels serving the requirements of Earth Governance and the Federal Senate.

## MERCURY

A small, extremely fast transport designed to ferry a single representative.

# CIVILIAN TRANSPORTS

## KOBO

The Kobo is a general purpose freighter with the ability to be configured in a wide range of options, including as a tanker or bulk materials carrier. It is common for them to operate in a dual role, carrying up to 10 passengers on the upper decks and cargo in the lower deck.

Many of the MegaCorps operate Kobos as executive transports and several shipyards specialise in converting and customising them.

Originally designed and built by Sirius Dynamics, Kobos are built under licences on many Federation worlds.

Although rugged, they are slow.

## VIGILANT

Vigilants are aging Corvette sized vessels designed to provide security on the Frontier. They are capable vessels and are favoured by mercenary companies and independent colony worlds.

## AURORA

The Aurora is a light freighter or passenger craft, depending on their configuration. They are relatively fast, but when operating as a dedicated freighter, they lack cargo space.

In recent years, the Aurora has become a preferred choice of vessel amongst bounty hunters. They can be upgraded with powerful shields, weapons and extra armour.

## NAJA

The *Naja* is the civilian version of the Cobra Mk I. The *Naja* has been designed for use by planetary law enforcement organisations; it is also used for Search and Rescue Assignments.

It shares a similar overall configuration as its fleet brethren but is fitted older Kawasaki GX212 engines to reduce cost.

The *Naja* has lightweight armour and is several hundred kilograms lighter than the Cobra meaning that it has a better power to weight ratio.

## NAWHAL

Light freighter popular on the frontier. There are as many variants as there are ships.

# FRONTIER COMPANY VESSELS

## F CLASS FLEET CARRIER

Frontier Carriers are large vessels operating 2 squadrons of Typhoon-F Fighters and Squadron of Umbra Class Assault Ships.

Frontier's carrier programme has been debated in the Senate and has been subject to several legal challenges.

FR-001	Free Enterprise
FR-002	Fortitude
FR-003	Foresight
FR-004	Faithful
FR-005	Favour
FR-006	Ferocity
FR-007	Fortune

## HEAVY CRUISERS

Heavy Cruisers are an improved version of the Navy's Africa Class. They are 30% larger and require a crew of 40. They are optimised for all combat roles - ship to ship engagement, surface bombardment and troop insertion. Admiral Franklin Royce (Retired) is on record stating this class of vessel is "more capable and more useful than any vessel in service with the Federal Navy. Conventional Carriers and cruisers are now as relevant to modern combat as horse cavalry"

It is widely believed the Navy instigated the development of the *Norse* class as a response to the commissioning of these vessels.

Cruisers can accommodate 450 Shock Troops and carry four Umbra class drop ships.

FD-001	Antelope	
FD-002	Ardent	
FD-003	Arianne	
FD-004	Active	
FD-005	Atlas	
FD-006	Aurora	
FD-007	Alexander	Struck from register. Stolen.
FD-008	Ariadne	
FD-009	Amazon	
FD-010	Albion	
FD-011	Achilles	
FD-012	Arrow	

Navy intelligence believes FRONCO is constructing a further 15 vessels to an improved specification.

## CRUISERS

Frontier's cruisers are roughly equivalent to the *Europa* class, however they are modern, fast and well armoured. They form the backbone of the Frontier Military Fleet.

FD-014	Caron
FD-016	Hercules
FD-017	Minerva
FD-018	Neptune
FD-019	Ocean
FD-020	Perseus
FD-021	Phoenix
FD-022	Persiverance
FD-023	Hades
FD024	Cerberus

## FRIGATES AND CORVETTES

Frontier rarely name vessels smaller than a cruiser - it refers to them simply with their ID codes.

There are currently 33 frigates serving with the FRONCO fleet, spread over 2 classes. Ship's crews often name their vessels, but these names are not recorded in official company records.

An unofficial register is maintained by Retired Admiral Franklin Royce.

## FIGHTERS AND ASSAULT CRAFT

### TYPHOON-F

The Typhoon-F is a version of the Boeing Typhoon optimised for integration into Frontier's command-and-control structure. It is not fitted with an inboard solid ordinance canon and uses the Sirius Dynamics M-Fire star drive as opposed to the Rolls Royce Voidstar II.

## UMBRA DROP SHIPS

Umbras are large, slow-moving troop ships. Unlike the Cobra, which carry cargo and passengers internally, the Umbra carries a pressurised pod containing 80 troops, the pod is detached on landing and acts as a forward operating base for troops.

The Umbra can also carry ground vehicles and general cargo pods.

# **NAVY RANKS**

## **COMMISSIONED RANKS**

Fleet Admiral

Vice Fleet Admiral

Admiral

Admiral (Junior)

Captain (although officially a rank, any officer in command of a warship will always be addressed as Captain).

Commander

Lieutenant Commander

Lieutenant

Ensign

Cadet

## **FLIGHT ACCREDITED PERSONNEL**

Squadron Commander - Equivalent to Commander

Flight Lieutenant (1<sup>st</sup> Class) - Equivalent to Lieutenant Commander

Flight Lieutenant - Equivalent to Lieutenant

## **ENLISTED PERSONNEL**

Master Chief of the Vessel

Chief of the Vessel

Senior Crewhand

Crewhand

Recruit

# **MARINE CORPS RANKS**

## **COMMISSIONED OFFICERS**

General

Major General

Colonel

Lieutenant Colonel

Major

Captain

First Lieutenant

Second Lieutenant

## **ENLISTED**

Master Gunnery Sergeant

First Sergeant

Master Sergeant

Sergeant

Corporal

Private First Class

Private

# **FRONTIER RANKS**

There are only two recognised ranks in FRONCO.

Admiral – An honorary title given to a company executive in command of multiple vessels

Captain – A title given to a company executive in command of a single vessel.

Frontier ranks are determined by pay grades.

FRONCO has recently introduced a rank structure, but it is not universally adopted by all their ships.

# GLOSSARY

**Steelside** - a large warship (bigger than a frigate or corvette)

**Eyrie** - A carrier

**Slammer** - A steelside optimised for surface bombardment

**Vampire** - Unidentified Vessel displaying hostile intent

**Bogey** - Unidentified Vessel

**Fleet Brat** - newly qualified Fleet Officer / An annoying officer / Alex Kite

**New Guy** - New member of a unit, typically someone who has not seen action. New guys don't last long, so there is no point in knowing their names. Sometimes shortened to NG or FNG

**Jarhead** - Marine.

**Ground Pounder** - Ground Troops

**Holo-Screen** - A screen capable of displaying 2 dimensional information or 3 dimensional projections

**Datapad** - A multi purpose device for storing and retrieving data, can interface with the UniNet and store documents locally. It's a 24<sup>th</sup> Century iPad!

**UniNet** - UniNet is a link network of servers used for communications, data storage and broadcast media. A series of local nodes are used to improve access times over distance, nodes are updated periodically by syncing with a visiting starship's data repositories.

**Belt Monkey** - An Asteroid Miner in the Sol System or a ship engaged in belt mining. The term is also used elsewhere where the practice of mining asteroids is practiced. It was first used in the Tarantella system.

**FTL Envelope** - A ship cannot travel faster than the speed of light. It is possible to create a pocket of exotic energy that can; if the pocket is big enough, it can hold a ship.

The envelope travels faster than light, the ship is carried within it.

FTL speed is calculated by compression factors. The higher the compression factor the faster the ship is travelling. The FTL scale is measured from 1 to 100. Human vessels travel no faster than a compression factor of 8.

**Ion Drive / Sublight** - Sublight engines use a stream of charged hydrogen ions to propel a ship through space.

**Data Visor** - Wearable technology used to project data in front of the wearer's eye.

### **Shock Troops**

Frontier has always operated its own security detachment, initially they were tasked with protection of Frontier Assets and Facilities.

The force has grown in size from several thousand to around 100,000 as the Honourable Company has expanded its role to supplement the Navy and Marine Corps.

Frontier recruits directly from poorer worlds on the Inner Frontier and Core Systems. Around 20% of its number are ex Federal Marines.

Unlike Federal Marines, Shock Troops wear all purpose armour capable of exposure to vacuum and open space. It is gunmetal grey and fitted with an opaque visor. They carry heavy laser weapons and their appearance is designed to be intimidating.

### **Puke**

Military slang for a pilot of different equipment. So fighter pilots would refer to drop ship pilots as assault pukers.

Mira quote "Fighter pukers make movies, Drop Ship pilots make history."

### **Combat Information Centre (CIC)**

Some larger vessels, such the FRONCO A-Class, have their command centre deep in the ship's core.

Information from sensors and is collated and plotted on holo-screens. Central control for Comms and weapons is also routed via CIC. The captain will have an office or ready room in this area.

All ships have the capability of controlling weapons and sensors from the flight deck. Xander uses this configuration on the *Scarlett Angel*.

### **Hybrid**

A human (or other organic life form) altered at a genetic level by Pharn Maker Bots. They typically present with an armoured exo-skeleton, claw like hands and red glowing eyes.

### **Shambler**

A slang term for a hybrid based on the habit of shuffling in circles when dormant.

### **Tank**

Giant bio-engineered body occupied by a downloadable consciousness. A tank has four heavy, clawed limbs, a bony tail and two tentacles.

# TIER SPEAK

Tier Speak is informal, it varies across worlds. Elements of the language have been adopted by poorer communities in the Home System.

Flagga – Fight (usually with fists)

Pilgrim – Traveller/Tourist/Offworlder

Bambi – Young Girl/Woman

Script – Story, tale, explanation

Grand – Big/Important. “You have a grand script, pilgrim” or “He’s the grand man in this town”

“Grateful so” - Thank you

Tagga – Name

Phunha – The rudest word known to humanity. Want to know what it means? Find an outlander and ask them. If they’re brave, they’ll tell you. Also Mira’s new favourite swear.

The Lady - A Frontier name for Mira Thorn following her Tarantella addresses. First used by Cathi Gibson.

Kaka - Brother/Bro

Popi - Grandfather or older man

Duds - Underpants

Dancing Dust - Amphetamines

Heater - Gun

Tub - Small Starship

Chicane - an untrustworthy person

Moonie - A crazy person (affectionate). *You are total moonie, kaka! You got your duds in your bonce. Too much dancing dust in your script I reckon.*

Bonce - Head

## **THE NAVAL OATH OF SERVICE**

I <NAME HERE> solemnly swear to uphold and abide by the values of the Terran Federation.

I pledge my loyalty the citizens of the Federation. I will make it my duty to defend them from threats internal and external.

I pledge myself to the service of the legitimate government.

I will conduct myself with honesty and honour. I will offer and expect no favour.

I am the sword, I am the shield. I am the first and last line of defence

# AN INTERVIEW WITH MIRA THORN

**So let's start with some background, where did you grow up?**

I'm a Terran.

I was born in Hammersmith in London. When I was five my Dad took a job in the legal department of the Pan African Mining Corporation and we moved to Cape Town. We lived there for several years and when I was nine my dad quit his job and sank his savings into an Energy Farm in Namibia.

My sister hated it, we were between the Namib desert and the Skeleton Coast – it really was butt f\*\*k nowhere. Can I say that? You might want to edit that out, sorry I forget myself sometimes.

Anyway Nina was always a city girl, she is six years older than me and was just getting into boys and parties so it hit her hard. I, on the other hand, fell in love with the place. I could pretty much do whatever I wanted; I had a whole desert to play in.

**What do you do now?**

Yeah, that's kind of a good question. I'm still officially a naval officer, but as you know the Navy is going through some changes. I'm spending a lot of time on the Frontier, hauling cargo and... um... doing archaeology.

Is astro archaeology something that interests you?

No, not especially, but it seems to have an interest in me.

They call you Mouse, where does that come from?

My dad used to call me Mira Mouse because of my size. The flight controllers on Illustrious called Mouse me it because they say I sound squeaky on the comm.

I don't mind it, it's part of me now.

What can you tell us about your latest adventure?

Umm... it's all kinda classified. I will say it changed me somewhat. Yeah I'm pretty much a different woman these days. I made some new friends along the way. I think my friend count is nearly at double figures.

**So how was life on the Berlin?**

It was okay, routine. I think I needed that after Mars and everything that came after. Some of you know my life has not been easy these last few years and I would be lying if I were to say it's not affected me.

Can we move on from that now? I'm not very comfortable with it.

## **Sure, What's the scariest thing you have encountered on your travels?**

Another difficult one... Mars was awful, a colossal shit storm. You know up until we deployed, flying had been a game. All I wanted to do was go faster, lower and more extreme than anyone else. Aussie Jon grounded me and I signed on with the Corps just to get back him.

I don't have the words to tell you how frightening it was. During the last few months we were losing crews on a daily basis. I think part of me died there.

More up to date. When we lost the ship, I honestly thought that was it. We were done for. The Kobo was a mess and it took all of Ethan Tate's expertise to get it running. We did it and we got through it.

I guess if it doesn't kill you it makes you stronger... although sometimes things that do kill you make you stronger, that's a different story.

Oh and when I was 12 I got into a fight with a Honey Badger.

## **You're one of the most decorated pilots to come out of the war, they call you the Queen of Cydonia...**

Maybe... but it's not worth it. War is never worth it.

## **Tell us a little about your friends.**

That won't take long! Seriously, I have known Rich Barnes forever. He's the biggest man you ever did see, straight talking and loyal.

Then there is Monica Garret; she is the medic on the Berlin. She can drink anyone under the table and does not suffer fools graciously. She kept me sane on the ship and helped in other ways... I'd tell you, but it would get her struck off the medical register.

I made some new friends too, Xander is... well you know who Xander is. He has a son called Luke who looks a lot like him.

Ethan Tate was one of our Marines on the Berlin, a sweet kid who saved our asses.

Alex! How can I forget Alex? Alex Kite is a total dick and I love him to bits for it. I would not change him if I could. Probably one of my closest friends, he knows things about me no one else does.

I love them all and I don't tell them enough.

Oh and there is Tish...

### **Any romantic involvement?**

There is someone... it's early days... but, you know, I think she's the one. Have I gone red?

Tish is the smartest and most compassionate person I have ever met. She can handle herself in a fight, but she has an innocence the universe can't ever take away.

Yeah, early days, but she's special.

### **Whom (or what) do you really hate?**

Myself... sometimes... sorry that makes me sound weird. I have had my issues but these days I'm a lot better.

Other than that liars and hypocrites are pretty high on my list. They change you, once you've been taken for a fool once you become suspicious of everyone and everything.

### **What's your favourite drink, colour, and relaxing pastime?**

I like beer, there is a Tarantella brew called Belt King, they make it from belt ice and it's lethal. Colour – anything black matches my mood most of the time.

Out in space there is not a lot to do. I read a little now my vision is better and Tish has some weird musical tastes she introduced me to band from a long time ago called The Cure.

I've been talking to Shannon Wade about having a few JetSuit runs. We want to fly AvCan on Mizarma. We're also thinking about Fish River Canyon back home. Shannon has never flown either. She'll blow me out of the sky so I'll need the home advantage!

### **Shannon Wade? The Shannon Wade?**

Yep!

### **How did you meet her?**

Long story, interesting too.

### **What does the future hold for you?**

I wanted to sit in the desert and grow old and cranky, but I've seen what's coming and it does not look good for us.

I'm not sure war is the answer, maybe if we can come together humans will make it. If I can play a small part I'll do it.

There are certain people who want to see me on a Steelside, but I don't know if that's for me. I'd rather strap on a starfighter or a dropship. it's what I do best.

## **Tell us about your ship, why Second Chance?**

Tish named her. We don't get second chances very often and the ship's name recognises that. I got a chance to live my life again and I intend to take it. This time I'm doing it on my terms.

As ships go she is very standard; we have some extra armament and the shield generator is upgraded. I recently saw an Aurora that had been customised to bounty hunter specifications. I got to thinking maybe the Chance could be updated into a war horse.

Best thing about her? My stateroom has an enviro-sim system!

## **You mentioned ADD in the past, how has that affected you in your career or life in general?**

I'm impulsive, I don't always think things through. It's always there but I think I manage it quite well.

## **How did you join the Navy with ADD?**

Same way everyone does. I lied on my application. Like I said, I'm impulsive and don't think things through (laughs).

## **You said you have issues, is it something you want to talk about?**

Yeah, I guess. Most people think my troubles came from the war. I think that brought everything to the fore but I have always struggled with doubt and fear.

Things scare me, so I try and control them, dominate them. It can lead to some weird behaviour.

<pauses>

Over the years I've self harmed, used drugs, slept with the wrong people. I've been suicidal.

It's not something I talk about easily, but it is something that needs to be spoken of. I'm not special, I'm not unique. I know there will be people out there reading this who have been through something similar or are going through it. My message is don't give up, talk to someone. It's hard, but do it. You matter, the universe needs you.

## **So what are your immediate plans?**

Dunno, I have a universe to save...come back to me once I've ticked that off the list!





